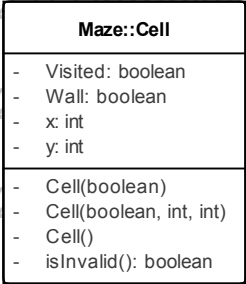
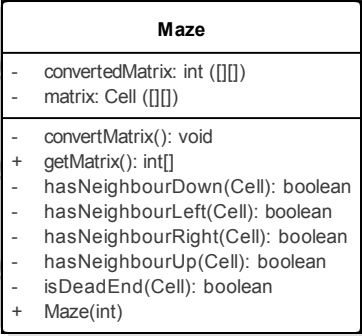
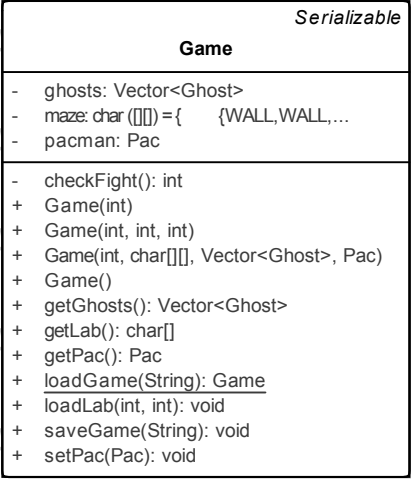




-pacman



-matrix



Constants
+ BLANK: char = ' ' {readOnly}
+ CANCEL: int = -5 {readOnly}
+ CANCEL_CLI_INPUT: char = 'x' {readOnly}
+ CENTER: char = 'C' {readOnly}
+ DOT_ID: char = 'D' {readOnly}
+ DOWN: int = 3 {readOnly}
+ DOWN_CLI_INPUT: char = 's' {readOnly}
+ ERROR: int = 20 {readOnly}
+ GHOST_ID: char = 'G' {readOnly}
+ GHOST_KILL: int = 7 {readOnly}
+ INVALID_CMD: int = -4 {readOnly}
+ INVALID_PATH: int = -3 {readOnly}
+ LEFT: int = 1 {readOnly}
+ LEFT_CLI_INPUT: char = 'a' {readOnly}
+ LOSS: int = -1 {readOnly}
+ NORMAL: int = 4 {readOnly}
+ PAC_ID: char = 'P' {readOnly}
+ RIGHT: int = 0 {readOnly}
+ RIGHT_CLI_INPUT: char = 'd' {readOnly}
+ UP: int = 2 {readOnly}
+ UP_CLI_INPUT: char = 'w' {readOnly}
+ WALL: char = '#' {readOnly}
+ WIN: int = 5 {readOnly}

readOnly}

readOnly}

}

(readOnly}

readOnly}

only}

Ghost
- gameMode: int - lastCommand: int
checkCommand(int): int + getGameMode(): int + getLastCommand(): int + Ghost(int, int, char, char[][]) + isValidCommand(int): boolean # makeMovement(int): void + move(): int + setGameMode(int): void